

LineRenderer::SetVertices

```
graph LR; A[LineRenderer::SetVertices] --> B[LineRenderer::RebuildTextureCoords];
```

A diagram showing a call to `LineRenderer::SetVertices` leading to `LineRenderer::RebuildTextureCoords`. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the right side of the first box to the left side of the second box.

LineRenderer::RebuildTexture  
Coords